





#### AstroPortal: A Science Gateway for Large-scale Astronomy Data Analysis

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#### Joint work with:

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## Dynamic & Distributed Analysis of Large Datasets



- Science Portals enable entire communities access to both compute and storage resources
  - Can enable the efficient analysis of large datasets
  - Move the computations to the data
- Potential Applications Characteristics
  - Large data sets
  - Large number of users
  - Relatively easy parallelization
- Applicable fields:
  - Astronomy
  - Medicine
  - Others

# **Astronomy Field**



- Astronomy datasets (i.e. SDSS) are the crownjewels
  - SDSS DR5
    - 1.5M images
      - 350M+ objects
      - 3TB compressed images (2MB x 1.5M)
      - 9TB raw images (6.1MB x 1.5M)
    - 100K worldwide potential users (100s of big users)
- Applications:
  - Stacking
  - Montage

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#### **Object Distribution SDSS DR4**



**Files** 



#### **Architecture Overview**





## **AstroPortal Web Service**





#### Raw Cutout Performance LAN GPFS in GZ Format







## Stacking via the AstroPortal LAN GPFS in GZ Format



## Stacking via the AstroPortal Local Disk in FIT Format



#### AstroPortal Stacking Profile LAN GPFS in GZ Format



#### San Diego Supercomputer Center (SDSC) DataStar: 03/2004 – 03/2005





Time (days)



# **Open Research Questions**



- Data Resource management
  - Data set distribution among various storage resources
  - Data placement based on past workloads and access patterns
    - Caching strategies: LRU, FIFO, popularity, ...
    - Replication strategies to meet a desired QoS
  - Data management architectures
- Compute Resource management
  - Resource Provisioning
  - Harness entire TeraGrid pool of resources
  - Workload management, moving the work vs. moving the data
  - Distributed resource management between various sites
  - Scheduling of computations close to data



## DRP: Dynamic Resource Provisioning



- State monitoring
- Resource allocation based on observed state
- Maintain a set of resources (even in the absence of lease extension mechanisms)
- Resource de-allocation based on observed state
- Exposes relevant information to other systems

## **DRP** Architecture





## **DRP Advantages**



- Allows for finer grained resource management, including the control of priorities and usage policies
- Optimize for the grid user's perspective: reduces delays on per job scheduling by utilizing pre-reserved resources
- Increased resource utilization (on the surface)
- Opens the possibility to customize the resource scheduler per application basis
  - use of both data resource management and compute resource management information for more efficient scheduling
- Reduced complexity to the application developer

#### **DRP Disadvantages**



- All jobs submitted by different members need to map to the same user
- Initial startup overhead
- Work could be halted unfinished when the original time lease on a particular resource expires if the time lease not being exposed to the work dispatcher
- Underutilization of raw resources









#### 3DcacheGrid Engine: Dynamic Distributed Data cache for Grid Applications



- Performs data indexing necessary for efficient data discovery and access
- Cache eviction policy
  - RAND: Random
  - FIFO: First In First Out
  - LRU: Least Recently Used
  - Perfect LFU: Perfect Least Frequently Used
  - Hybrid Perfect LFU: Hybrid (using the object distribution in the dataset) Perfect Least Frequently Used
- Offers efficient management for large datasets along various dimentions
  - Number of files managed
  - Size of dataset
  - Number of storage resources used
  - Level of replication among the storage resources

#### **3DcacheGrid Architecture**





# **3Dcache Pros/Cons**



- Pros:
  - Ease of application implementation: achieves a good separation of concerns between the application logic and the complicated data management task of large data sets
  - Improved performance with higher cache hits if data lcality is present
  - Improved scalability as the data I/O will be distributed over more resources with higher cache hits
  - Improved availability as cached data could be accessed without the need for the original data
  - Can enable compute scheduling to be data aware
- Cons:
  - Added complexity/overhead to a running system
  - Could produce worse overall performance than without 3DcacheGrid









# Data Management & Scheduling Performance <sup>1</sup>/<sub>2</sub>













#### Data Management & Scheduling Performance







Stacking Size



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Replication Level

16

128 –

#### Data Management & Scheduling Performance Conclusions



- Stacking size: less than 32K (although another order of magnitude probably won't pose any performance risks)
- Resource pool size: less than 1000 resources might offer decent performance if there is the replication level remains low, but for higher orders of replication, less than 100 resources are recommended
- Index Size: 2M~10M depending on the level of replication using a 1.5GB Java heap; larger index sizes could be supported linearly without sacrificing performance by increasing the Java heap size (needing more physical memory and possibly a 64 bit JVM environment)
- Replication Level: less than 128 replicas (although more could be supported as long as the dataset size remains relatively fixed)
- Resource Capacity: 100GB of local storage per resource (this could be increased, but its unclear what the performance effects would be)

## DeeF: Distributed execution environment Framework

- Binding glue connecting DRP, 3DcacheGrid, and CompuStore
- Allows the execution of aritrary code as well as pre-configured/installed code on remote resources managed by DRP
- Uses CompuStore to schedule tasks based on data locality of the caches
- Amortizes queue wait times over many tasks
- Enables the use of batch-scheduled Grids for interactive applications



#### **Questions?**



- More information: <u>http://people.cs.uchicago.edu/~iraicu/research/AstroPortal/</u>
- AstroPortal Web Portal: <u>http://s8.uchicago.edu:8080/AstroPortal/index.jsp</u>
- Related materials and further readings:
  - Ioan Raicu, Ian Foster, Alex Szalay, Gabriela Turcu. "AstroPortal: A Science Gateway for Large-scale Astronomy Data Analysis", TeraGrid Conference 2006, June 2006.
  - Alex Szalay, Julian Bunn, Jim Gray, Ian Foster, Ioan Raicu. "The Importance of Data Locality in Distributed Computing Applications", NSF Workflow Workshop 2006.
  - loan Raicu, Ian Foster, Alex Szalay. "Harnessing Grid Resources to Enable the Dynamic Analysis of Large Astronomy Datasets", SuperComputing 2006.
  - Ioan Raicu. "Harnessing Grid Resources to Enable the Dynamic Analysis of Large Astronomy Datasets", NASA Ames Research Center GSRP Proposal, funded 10/2006 – 9/2007.
  - Ioan Raicu. "Harnessing Grid Resources to Enable the Dynamic Analysis of Large Astronomy Datasets", NASA Ames Research Center GSRP Proposal for 10/2007 – 9/2008.
  - loan Raicu, Catalin Dumitrescu, Ian Foster. "Dynamic Resource Provisioning in Grid Environments", submitted to TeraGrid Conference 2007.
- Related papers that are in the writing pipeline (planning for SC07 and Grid07):
  - 3DcacheGrid: A Dynamic Distributed Data cache for Grid Applications
  - Data Aware Scheduling in High Throughput Computing
  - AMDASK: An Abstract Model for Data-Centric Task Farms
  - DeeF: A Distributed execution environment Framework
  - Enabling the Efficient Analysis of Large Astronomy Datasets with the AstroPortal version 2
  - Discoveries in the Sloan Digital Sky Survey Dataset using the "Stacking" Analysis Implemented by the AstroPortal

